I claim:

1. A method for use in an electronic video game system having a processor for executing a video game program, and at least one portable control unit having a discrete display device and a plurality of control members, said method comprising the steps of:

(a) generating with said processor a simulated world for display on a display unit, the simulated world including a plurality of generated objects and at least one generated player-controlled character;

(b) generating a moving picture of said player-controlled character for display on said display unit, movements of the player-controlled character being manually controlled;

(c) generating in said simulated world an object viewed from the point of view of said player-controlled character in a manually controlled direction; and

(d) displaying a picture of said object on said discrete display device in said portable control unit.

2. The method of claim 1, wherein at least one control member on a handheld control unit controls movements of said player-controlled character and controls a direction of viewing objects from said point of view.

3. The method of claim 1, wherein at least one control member on a handheld control unit controls movement of a cursor displayed on said discrete display device on said portable control unit, so as to select an object displayed thereon.

4. The method of claim 3, wherein manually-controlled movement of said cursor causes said selected object to move on said discrete display device in accord with the cursor movement responsive to manipulation of a control member.

5. The method of claim 3, wherein said handheld control unit and said portable control unit are the same unit.

6. A method for use in an electronic video game system having a processor for executing a video game program, and at least one portable control unit having a discrete display device and a plurality of control members, said method comprising the steps of:

(a) generating with said processor a simulated world for display on a display unit, the simulated world including a plurality of generated objects and at least one generated player-controlled character, movements of the player-controlled character being controlled by manipulation of at least one control member on a handheld control unit;

(b) generating in said simulated world a first one of said objects viewed from the point of view of said player-controlled character in response to manipulation of at least one control member on said handheld control unit;

(c) generating in said portable control unit a second object that is obstructed from being viewed in said simulated world from the point of view of said player-controlled character; and

(d) displaying a picture of said generated second object on said discrete display device in said portable control unit, the direction that said second object is viewed being controlled by manipulation of at least one control member on said handheld control unit.

7. The method of claim 6, wherein said discrete display device is a liquid crystal display (LCD).

8. The method of claim 6, wherein said handheld control unit and said portable control unit are the same unit.

9. The method of claim 6, wherein the picture of said second object is generated from the point of view of a simulated robot.

10. The method of claim 6, further comprising the step of displaying a picture of a mechanical gripper moving under control of at least one control member on said handheld control unit and being manipulated to pick up an object in said simulated world.

11. The method of claim 6, further comprising the step of displaying a picture of a flying robot camera moving in a direction controlled by at least one control member on said handheld control unit.

12. The method of claim 6, further comprising the step of displaying a picture of a robot having a camera and caterpillar treads moving the robot in a direction controlled by at least one control member on said handheld control unit.

13. The method of claim 6, further comprising the step of displaying a picture of a robot having eyes and walking legs moving the robot in a direction controlled by at least one control member on said handheld control unit, wherein said second object that is obstructed from being viewed from the point of view of said player-controlled character is generated from the point of view of said robot.

14. A method for use in an electronic video game system having a processor for executing a video game program, and at least two portable control units each having a plurality of control members operable by a human player, at least one of said portable control units having a discrete display device, said method comprising the steps of:

(a) generating with said processor a simulated world for display on a display unit, the simulated world including a plurality of generated objects, at least one animated player-controlled character, and a player-controlled object, movements of the player-controlled character and player-controlled object being controlled by manipulation of at least one control member on at least one of said control units;

(b) generating a first object viewed from the point of view of said player-controlled character in response to manipulation of at least one control member on at least one of said portable control units;

(c) generating a second object that is obstructed from being viewed in said simulated world from the point of view of said player-controlled character, the second object being viewed from the point of view of said player-controlled object; and

(d) displaying a picture of said second generated object on said discrete display device in one of said portable control units, the direction that said second object is viewed being controlled by manipulation of at least one control member on one of said portable control units.

15. A method for use in an electronic video game system having a processor for executing a video game program, and a portable control unit having a discrete display device and a plurality of control members, and a handheld control unit having a plurality of control members, said method comprising the steps of:

(a) generating with said processor a simulated world for display on a display unit, the simulated world including a plurality of generated objects and at least one generated player-controlled character;

(b) generating a moving picture of said player-controlled character for display on said display unit, movements of the player-controlled character being controlled by manipulation of at least one control member on at least one of said control units;

(c) generating a selected object in said simulated world viewed from a point of view of said player-controlled character and viewed in a direction controlled by manipulation of at least one control member on one of said control units; and

(d) displaying a picture of said selected object on said discrete display device in said portable control unit responsive to manual control of said point of view and said direction of viewing said selected object.

16. The method of claim 15, wherein said discrete display device further displays a variable menu of alternative control options for selecting among alternative points of view for display on said discrete display device.

17. The method of claim 15, wherein said discrete display device further displays a variable menu of alternative control options for selecting among alternative control members.

18. The method of claim 15, wherein said handheld control unit and said portable control unit are the same unit.

19. A method for use in an electronic video game system having a processor for executing a video game program, and a portable control unit having a discrete display device and a plurality of control members, and a handheld control unit having a plurality of control members, said method comprising the steps of:

(a) generating with said processor a simulated world for display on a display unit, the simulated world including a plurality of generated objects and at least one generated player-controlled character;

(b) generating a moving picture of said player-controlled character for display on said display unit, movements of the player-controlled character being controlled by manipulation of at least one control member on at least one of said control units;

(c) generating an object in said simulated world viewed from the point of view of said player-controlled character and viewed in a direction controlled by manipulation of at least one control member on one of said control units; and

(d) displaying a picture of said object on said discrete display device in said portable control unit responsive to manual control of said direction of viewing said object.

20. The method of claim 19, wherein at least one control member on one of said control units controls movement of a cursor displayed on said discrete display device in said portable control unit, so as to indicate an option selected from a displayed plurality of alternative control options.

21. The method of claim 19, wherein at least one control member on said portable control unit controls movement of images displayed on said discrete display device in said portable control unit.

22. The method of claim 19, wherein said handheld control unit and said portable control unit are the same unit.

23. The method of claim 19, wherein said discrete display device is a liquid crystal display (LCD).

24. The method of claim 19, wherein the picture of said selected object is generated from the point of view of a simulated robot.

25. The method of claim 24, further comprising the step of displaying a picture of a mechanical gripper moving under control of at least one control member on one of said control units and being manipulated to pick up an object in said simulated world.

26. The method of claim 24, further comprising the step of displaying a picture of a flying robot camera moving in a direction controlled by at least one control member on one of said control units.

27. The method of claim 24, further comprising the step of displaying a picture of a robot having a camera and caterpillar treads moving the robot in a direction controlled by at least one control member on one of said control units.

28. The method of claim 24, further comprising the step of displaying a picture of a robot, movements of which are controlled by at least one control member on one of said control units, wherein said picture of said selected object is generated from the point of view of said robot.

29. A method for use in an electronic video game system having a processor for executing a video game program, and a handheld control unit having a discrete display device and a plurality of control members, said method comprising the steps of:

(a) generating with said processor a simulated world for display on a display unit, the simulated world including a plurality of generated objects and at least one generated player-controlled character;

(b) generating a moving picture of said player-controlled character for display on said display unit, movements of the player-controlled character being controlled by manipulation of at least one control member on said handheld control unit;

(c) indicating on said discrete display device on said handheld control unit a plurality of alternatively selectable preprogrammed tasks to be performed in said simulated world by said player-controlled character;

(d) initiating a preprogrammed task manually selected from said plurality thereof for said player-controlled character by manipulation of at least one control member on said handheld control unit; and

(e) generating moving pictures of said player-controlled character performing said initiated task.

30. The method of claim 29, wherein said plurality of alternatively selectable preprogrammed tasks are indicated on said discrete display device as a variable menu describing each task.

31. The method of claim 29, wherein said plurality of alternatively selectable preprogrammed tasks are indicated on said discrete display device as pictures suggesting each task.

32. A method for use in an electronic video game system having a processor for executing a video game program, and a portable control unit having a discrete display device and a plurality of control members, and a handheld control unit having a plurality of control members, said method comprising the steps of:

(a) generating with said processor a simulated world for display on a display unit, the simulated world including a plurality of generated objects and at least one generated player-controlled character;

(b) generating a moving picture of said player-controlled character for display on said display unit, movements of the player-controlled character being controlled by manipulation of at least one control member on at least one of said control units;

(c) indicating on said discrete display device on said portable control unit a plurality of alternatively selectable preprogrammed tasks to be performed in said generated world by said player-controlled character;

(d) initiating a preprogrammed task manually selected from said plurality thereof for said player-controlled character by manipulation of at least one control member on at least one of said control units; and

(e) generating moving pictures of said player-controlled character performing said initiated task.

33. The method of claim 32, wherein said plurality of alternatively selectable preprogrammed tasks are indicated on said discrete display device as pictures suggesting each task.

34. The method of claim 32, wherein said portable control unit and said handheld control unit are the same unit.

35. A method for use in an electronic video game system having a processor for executing a video game program, and a handheld control unit having a discrete display device and a plurality of control members, said method comprising the steps of:

(a) generating with said processor a simulated world for display on a display unit, the simulated world including a plurality of generated objects and at least one generated character having at least two alternative control modes: a player-controlled mode and a task-controlled mode;

(b) generating a moving picture of said character for display on said display unit, movements of the character in a player-controlled mode being controlled by manipulation of at least one control member on said handheld control unit;

(c) indicating on said discrete display device on said handheld control unit a plurality of alternatively selectable preprogrammed tasks to be performed in said generated world by said generated character;

(d) initiating in said task-controlled mode a preprogrammed task manually selected from said plurality thereof for said generated character by manipulation of at least one control member on said handheld control unit;

(e) generating a moving picture of said generated character performing said initiated task independently of additional manipulation of said handheld control unit for display on said display unit; and

(f) terminating said initiated preprogrammed task and resuming said player-controlled character mode.

36. The method of claim 35, wherein said plurality of alternatively selectable preprogrammed tasks are indicated on said discrete display device as a variable menu describing each task.

37. The method of claim 35, wherein said plurality of alternatively selectable preprogrammed tasks are indicated on said discrete display device as pictures, each picture suggesting the corresponding task.

38. The method of claim 35, wherein said generated character is pictured as a robot.

39. A method for use in an electronic video game system having a processor for executing a video game program, and a portable control unit having a discrete display device and a plurality of control members, and a handheld control unit having a plurality of control members, said method comprising the steps of:

(a) generating with said processor a simulated world for display on a display unit, the simulated world including a plurality of generated objects and at least one generated character having at least two alternative control modes: a player-controlled mode and a task-controlled mode;

(b) generating a moving picture of said character for display on said display unit, movements of the character in a player-controlled mode being controlled by manipulation of at least one control member on at least one of said control units;

(c) indicating on said discrete display device on said portable control unit a plurality of alternatively selectable preprogrammed tasks to be performed in said generated world by said generated character;

(d) initiating in said task-controlled mode a preprogrammed task manually selected from said plurality thereof for said generated character by manipulation of at least one control member on at least one of said control units;

(e) generating a moving picture of said generated character performing said initiated task independently of additional manipulation of either of said control units; and

(f) terminating said initiated preprogrammed task and resuming said player-controlled character mode.

40. The method of claim 39, wherein said plurality of alternatively selectable preprogrammed tasks are indicated on said discrete display device as pictures, each picture suggesting the corresponding task.

41. The method of claim 39, wherein said portable control unit and said handheld control unit are the same unit.

42. A method for use in an electronic video game system having a processor for executing a video game program, and a first portable control unit having a discrete display device and a cross-switch and other control members, and a second portable control unit having a joystick and other control members, said method comprising the steps of:

(a) generating with said processor a simulated world for display on a display unit, the simulated world including a plurality of generated objects and at least one generated player-controlled character;

(b) generating a moving picture of said player-controlled character for display on said display unit, movements of the player-controlled character being controlled by manipulation of said joystick on said second portable control unit;

(c) displaying on said discrete display device on said first portable control unit a plurality of alternatively selectable descriptions of preprogrammed actions to be performed in said generated world by said player-controlled character;

(d) accepting a selection signal input by manipulation of at least one control member on said second portable control unit;

(e) displaying on said discrete display device on said first portable control unit a visual indicator responsive to said selection signal visually indicating a selected action manually selected from said plurality of action descriptions; and

(f) generating a moving picture of said player-controlled character performing said selected action for display on said display unit.

43. A method for use in an electronic video game having a portable control unit having a discrete display device, said method comprising the steps of:
(a) storing animation data that specifies a plurality of preprogrammed animated characters performing actions;
(b) generating from said animation data a first video signal representing a first one of said characters performing a first one of said actions for display as a first picture on a video screen;
(c) generating from said animation data a second picture of said first character performing said first action;
(d) displaying said second picture on said discrete display device in said portable control unit;
(e) altering a portion of said second picture on said discrete display device to indicate that an object displayed at the altered portion is selectable by manual input;
(f) accepting manual input that selects said object;
(g) generating from said animation data a third picture of one of said characters performing one of said actions in response to said selection of said object; and
(h) displaying said third picture on said discrete display device.

44. The method of claim 43, wherein said second picture is an animated picture or a still picture.

45. The method of claim 43, wherein said third picture is an animated picture or a still picture.

46. The method of claim 43, wherein said object is a portion of a character.

47. The method of claim 43, wherein said altered portion is a cursor.

48. The method of claim 43, wherein said altered portion is a blinking or highlighted object.

49. The method of claim 43, further comprising the step of displaying said third picture on said video screen.

50. The method of claim 43, further comprising the step of enlarging a small area of said second picture to produce a an enlarged picture on said discrete display screen.

51. The method of claim 43, wherein said object performs said second action responsive to manipulation of at least one analog joystick on said second control unit.

52. The method of claim 43, wherein said control member on said second control unit is a touchpad.

53. The method of claim 43, wherein said control member on said second control unit is touchscreen covering said discrete display device.

54. A method for use in an electronic video game having two portable control units operated by each player, each player having at least one control unit having a discrete display device, said method comprising the steps of:
(a) storing animation data that specifies a plurality of preprogrammed animated characters performing actions;
(b) generating from said animation data a first video signal representing a first one of said characters performing a first one of said actions for display as a first picture on a video screen;
(c) generating from said animation data a second picture of said first character performing said first action;
(d) displaying said second picture on said discrete display device in a first control unit;
(e) altering a portion of said second picture on said discrete display device to indicate that an object displayed at the altered portion is responsive to manual input;
(f) generating from said animation data a second video signal representing said object performing a second action responsive to manipulation of a control member on a second control unit, for display as a third picture on said video screen.

55. The method of claim 54, wherein said second picture is an animated picture or a still picture.

56. The method of claim 54, wherein said third picture is an animated picture or a still picture.

57. The method of claim 54, wherein said object is a portion of a character.

58. The method of claim 54, wherein said altered portion is a cursor.

59. The method of claim 54, wherein said altered portion is a blinking or highlighted object.

60. The method of claim 54, further comprising the step of enlarging a small area of said second picture to produce a an enlarged picture on one of said discrete display devices.

61. The method of claim 54, wherein said object performs said second action responsive to manipulation of at least one analog joystick on said second control unit.

62. The method of claim 54, wherein said control member on said second control unit is a touchpad.

63. The method of claim 54, wherein said control member on said second control unit is touchscreen covering said discrete display device.

64. A method for use in an electronic video game system having a processor for executing a video game program, and a handheld control unit having a discrete display device and a plurality of control members, said method comprising the steps of:

(a) generating with said processor a simulated world for display on a display unit, the simulated world including a plurality of generated objects and at least one generated character having at least two alternative control modes: a player-controlled mode and a task-controlled mode;

(b) generating a moving picture of said character for display on said display unit, movements of the character in a player-controlled mode being controlled by manipulation of at least one control member on said handheld control unit;

(c) indicating on said discrete display device on said handheld control unit a plurality of alternatively selectable preprogrammed tasks to be performed in said generated world by said generated character;

(d) initiating in said task-controlled mode a preprogrammed task manually selected from said plurality thereof for said generated character by manipulation of at least one control member on said handheld control unit; and

(e) displaying animated pictures on said display unit of said generated character performing the movements of said initiated task independently of additional manipulation of said handheld control unit;

(f) generating an object in said simulated world viewed from the point of view of said generated character and viewed in a direction controlled by manipulation of at least one control member on said handheld control unit;

(g) displaying a picture of said object on said discrete display device in said handheld control unit responsive to manual control of said direction of viewing said object; and

(h) terminating said initiated task-controlled mode and resuming said player-controlled character mode.

65. The method of claim 64, wherein said plurality of alternatively selectable preprogrammed tasks are indicated on said discrete display device as a variable menu describing each task.

66. The method of claim 64, wherein said plurality of alternatively selectable preprogrammed tasks are indicated on said discrete display device as pictures suggesting corresponding tasks.

67. A method for use in an electronic video game system having a processor for executing a video game program, and a portable control unit having a discrete display device and a plurality of control members, and a handheld control unit having a plurality of control members, said method comprising the steps of:

(a) generating with said processor a simulated world for display on a display unit, the simulated world including a plurality of generated objects and at least one generated character having at least two alternative control modes: a player-controlled mode and a task-controlled mode;

(b) generating a moving picture of said character for display on said display unit, movements of the character in a player-controlled mode being controlled by manipulation of at least one control member on at least one of said control units;

(c) indicating on said discrete display device on said portable control unit a plurality of alternatively selectable preprogrammed tasks to be performed in said generated world by said generated character;

(d) initiating in said task-controlled mode a preprogrammed task manually selected from said plurality thereof for said generated character by manipulation of at least one control member on at least one of said control units;

(e) displaying animated pictures on said display unit of said generated character performing the movements of said initiated task independently of additional manipulation of either of said control units;

(f) generating an object in said simulated world viewed from the point of view of said generated character and viewed in a direction controlled by manipulation of at least one control member on one of said control units;

(g) displaying a picture of said object on said discrete display device in said portable control unit responsive to manual control of said direction of viewing said object; and

(h) terminating said initiated task-controlled mode and resuming said player-controlled character mode.

68. The method of claim 67, wherein said plurality of alternatively selectable preprogrammed tasks are indicated on said discrete display device as a variable menu describing each task.

69. The method of claim 67, wherein said plurality of alternatively selectable preprogrammed tasks are indicated on said discrete display device as pictures suggesting corresponding tasks.

70. A method for use in an electronic video game system having a processor for executing a video game program, and a handheld control unit having a plurality of control members, said method comprising the steps of:

(a) generating with said processor a simulated world for display on a display unit, the simulated world including a plurality of generated objects and at least one generated character having at least two alternative control modes: a player-controlled mode and a task-controlled mode;

(b) generating a moving picture of said character for display on said display unit, movements of the character in a player-controlled mode being controlled by manipulation of at least one control member on said handheld control unit;

(c) indicating on said display unit a plurality of alternatively selectable preprogrammed tasks to be performed in said generated world by said generated character;

(d) initiating in said task-controlled mode a preprogrammed task manually selected from said plurality thereof for said generated character by manipulation of at least one control member on said handheld control unit;

(e) displaying animated pictures on said display unit of said generated character performing the preprogrammed movements of said initiated task independently of additional manipulation of said handheld control unit;

(f) generating an object in said simulated world viewed from the point of view of said generated character and viewed in a direction controlled by manipulation of at least one control member on said handheld control unit;

(g) displaying a picture of said object on said display unit responsive to manual control of said direction of viewing said object; and

(h) terminating said initiated task-controlled mode and resuming said player-controlled character mode.

71. The method of claim 70, wherein said plurality of alternatively selectable preprogrammed tasks are indicated on said display unit as a variable menu describing each task.

72. The method of claim 70, wherein said plurality of alternatively selectable preprogrammed tasks are indicated on said display unit as pictures suggesting corresponding tasks.

73. A method for use in an electronic video game system having a processor for executing a video game program, and a portable control unit having a discrete display device and a plurality of control members, and a handheld control unit having a plurality of control members, said method comprising the steps of:

(a) generating with said processor a simulated world for display on a display unit, the simulated world including a plurality of generated objects and at least one generated player-controlled character having a plurality of movable parts including at least one articulated member and at least one prehensile member;

(b) generating a moving picture of said generated character and said movable parts for display on said display unit, movements of said generated character and said movable parts being controlled by manipulation of at least one control member on at least one of said control units;

(c) displaying on said discrete display device on said portable control unit a control panel having a plurality of alternatively selectable control options for digitally linking said control member to a selected motion of a selected movable part of said generated character, whereby manipulation of said control member alters said selected motion of said selected movable part; and

(d) generating a moving picture of said generated character and said selected movable part having said selected motion for display on said display unit, said selected motion being responsive to manipulation of said control member.

74. The method of claim 73, wherein said portable control unit and said handheld control units are the same unit.

75. The method of claim 73, wherein said generated character has the appearance of a robot.

76. A method for use in an electronic video game system having a disk reader for reading a game disk, a game processor for executing a game program, an authenticating processor coupled to said game processor, and a portable control unit having a discrete display device and a plurality of control members, said method comprising the steps of:

(a) reading a first game program from said game disk;

(b) reading encrypted information from said game disk;

(c) decrypting said encrypted information in said authenticating processor to produce decrypted information;

(d) determining in said authenticating processor authenticity of said game disk from said decrypted information and from at least a portion of said game program;

(e) executing said game program in said game processor to generate a simulated world for display on a display unit, the simulated world including a plurality of generated objects and at least one generated player-controlled character, movements of the player-controlled character being controlled by manipulation of at least one control member on a handheld control unit;

(f) generating a selected object in said simulated world viewed from the point of view of said player-controlled character and viewed in a direction controlled by manipulation of at least one control member on a handheld control unit;

(g) displaying a picture of said selected object on said discrete display in said portable control unit;

(h) displaying a cursor on said discrete display, movements of the cursor being controlled by manipulation of at least one control member on a handheld control unit; and

(i) linking movements of said cursor to movements of said selected object, so as to manually control movements of said selected object on said discrete display.

77. The method of claim 76, wherein said cursor is displayed on said discrete display as an animated humanoid hand.

78. The method of claim 76, wherein said portable control unit and said handheld control unit are the same unit.

79. A method for use in an electronic video game system having a disk reader for reading a game disk, a game processor for executing a game program, an authenticating processor coupled to said game processor, and a portable control unit having a discrete display device and a plurality of control members, said method comprising the steps of:

(a) reading a first game program from said game disk;

(b) reading encrypted information from said game disk;

(c) decrypting said encrypted information in said authenticating processor to produce decrypted information;

(d) determining in said authenticating processor authenticity of said game disk from said decrypted information and from at least a portion of said game program;

(e) executing said game program in said game processor to generate a simulated world for display on a display unit, the simulated world including a plurality of generated objects and at least one generated player-controlled character, movements of the player-controlled character being controlled by manipulation of at least one control member on a handheld control unit;

(f) generating a selected object in said simulated world viewed from a point of view controlled by manipulation of at least one control member on a handheld control unit;

(g) displaying a picture of said selected object on said discrete display in said portable control unit;

(h) displaying a cursor on said discrete display, movements of the cursor being controlled by manipulation of at least one control member on a handheld control unit; and

(i) linking movements of said cursor to movements of said selected object, so as to manually control movements of said selected object on said discrete display.

80. A method for use in an electronic video game system having a disk reader for reading a game disk, a game processor for executing a game program, an authenticating processor coupled to said game processor, and a portable control unit having a discrete display device and a plurality of control members, said method comprising the steps of:

(a) reading a first game program from said game disk;

(b) reading encrypted information from said game disk;

(c) decrypting said encrypted information in said authenticating processor to produce decrypted information;

(d) determining in said authenticating processor authenticity of said game disk from said decrypted information and from at least a portion of said game program;

(e) executing said game program in said game processor to generate a simulated world for display on a display unit, the simulated world including a plurality of generated objects and at least one generated character having at least two alternative control modes: a player-controlled mode and a task-controlled mode;

(f) generating a moving picture of said character for display on said display unit, movements of the character in the player-controlled mode being controlled by manipulation of at least one control member on a handheld control unit;

(g) indicating on said discrete display device on said portable control unit a plurality of alternatively selectable preprogrammed tasks to be performed in said generated world by said generated character;

(h) initiating in said task-controlled mode a preprogrammed task manually selected from said plurality thereof for said generated character by manipulation of at least one control member on a handheld control unit;

(i) generating animated pictures of said generated character performing movements of said initiated task independently of additional manipulation of either of said control units;

(j) generating an object which is displayed interacting with said generated character in said simulated world;

(k) displaying a picture of said object on said discrete display device in said portable control unit;

(m) displaying a cursor on said discrete display device, movements of the cursor being controlled by manipulation of at least one control member on a handheld control unit;

(n) linking movements of said cursor to movements of a portion of said object, so as to manually control movements of the portion of said object on said discrete display device; and

(p) terminating said initiated task-controlled mode and resuming said player-controlled character mode.

81. The method of claim 80, wherein said plurality of alternatively selectable preprogrammed tasks are indicated on said discrete display device as a variable menu describing each task.

82. The method of claim 80, wherein said plurality of alternatively selectable preprogrammed tasks are indicated on said discrete display device as pictures suggesting corresponding tasks.

83. The method of claim 80, wherein said object is a simulated tool handled by said generated character and controlled by a human player.

84. The method of claim 80, wherein said object is another generated character.

85. The method of claim 80, wherein said object is a portion of said character's body controlled by a human player.

86. The method of claim 80, wherein said object is one of said character's hands controlled by a human player.

87. A method for use in an electronic video game system having a processor for executing a video game program, and a portable control unit having a discrete display device and a plurality of control members, said method comprising the steps of:

(a) generating with said processor a simulated world for display on a display unit, the simulated world including a plurality of generated objects and at least one generated character having at least two alternative control modes: a player-controlled mode and a task-controlled mode;

(b) generating a moving picture of said character for display on said display unit, movements of the character in the player-controlled mode being controlled by manipulation of at least one control member on a handheld control unit;

(c) indicating on said discrete display device in said portable control unit, a plurality of alternatively selectable preprogrammed tasks to be performed in said generated world by said generated character;

(d) initiating in said task-controlled mode a preprogrammed task manually selected from said plurality thereof for said generated character by manipulation of at least one control member on a control unit;

(e) generating animated pictures of said generated character performing movements of said initiated task independently of additional manipulation of either of said control units;

(f) generating an object which is displayed interacting with said generated character in said simulated world;

(g) displaying a picture of said object on said discrete display device in said portable control unit;

(h) displaying a cursor on said discrete display device, movements of the cursor being controlled by manipulation of at least one control member on a handheld control unit;

(j) linking movements of said cursor to movements of a portion of said object, so as to manually control movements of a portion of said object on said discrete display device; and

(k) terminating said initiated task-controlled mode and resuming said player-controlled character mode.

88. The method of claim 87, wherein said object is a simulated tool handled by said generated character and controlled by a human player.

89. The method of claim 87, wherein said object is another generated character.

90. The method of claim 87, wherein said object is a portion of said character's body.

91. The method of claim 87, wherein said object is one of said character's hands.

92. The method of claim 87, wherein said handheld control unit and said portable control unit are the same unit.

93. An apparatus for operating a video game console which displays an image on a monitor and controls the image, said apparatus comprising:

(a) a hand-holdable housing having a shape for being grasped by a left hand and a right hand;

(b) a discrete display device formed in said housing for displaying pictures and text;

(c) a touchpad formed in said housing, the touchpad being operable as an input device which converts movements of a finger touching the touchpad into signals which designate movements of objects in said image;

(d) a plurality of button-shaped switches formed in said housing;

(e) an analog joystick formed in said housing, the joystick being operable as an input device which designates a moving direction of said image;

(f) a control member formed in said housing, the member being operable as an input device which designates other actions of said image; and

(g) digital data communication means formed in said housing for electronically linking said apparatus to said video game console.

94. A method for use in an electronic video game system having a processor for executing a video game program, and a first portable control unit having a discrete display device and a plurality of control members, and a second portable control unit having a plurality of control members, said method comprising the steps of:

(a) generating with said processor a simulated world for display on a display unit, the simulated world including a plurality of generated objects and at least one generated player-controlled character;

(b) generating a moving picture of said player-controlled character performing a series of actions in said simulated world for display on said display unit, each action being accompanied by a first digital picture of a manually selectable object;

(c) storing a series of records, each record identifying one of said first digital pictures of a manually selectable object;

(d) displaying on said discrete display device a series of second digital pictures showing said selectable objects, the series of second digital pictures being generated from said series of stored records and displayed in a sequence controlled by manipulation of at least one control member on one of said control units; and

(e) accepting manually entered data to select a selectable object in one of said second digital pictures.

95. The method of claim 94, wherein said character actions and said second digital pictures of selectable objects are displayed on said discrete display device on said first portable control unit.

96. The method of claim 94, wherein both of said first and second control units are the same control unit.

97. A video game accessory apparatus, comprising:

(a) a vertical housing assembly mounted at the base with two horizontal coplaner support assemblies;

(b) each support assembly having a latching leaf spring adjacent to said base for securely supporting a portable game unit, each portable game unit having at least one manually operable control member and a discrete display device for displaying variable moving pictures under control of a video game program; and

(c) said vertical assembly having at least one hook mounted on each vertical surface facing said respective support assemblies to engage at least one opening in each of said portable game units to secure each game unit in a stable position while being supported by said corresponding latching leaf spring.

98. A method for use in an electronic video game system having a processor for executing a video game program, and a portable control unit having a discrete display device and a plurality of control members, and a handheld control unit having a plurality of control members, said method comprising the steps of:

(a) generating with said processor a simulated world for display on a display unit, the simulated world including a plurality of generated objects and at least one generated player-controlled character;

(b) generating a moving picture of said player-controlled character for display on said display unit, movements of the player-controlled character being controlled by manipulation of at least one control member on at least one of said control units;

(c) generating in said simulated world an object viewed from a variable angle; and

(d) displaying a picture of said object on said discrete display device in said portable control unit, said object being viewed from an angle controlled by manipulation of at least one control member on one of said control units.

99. The method of claim 98, wherein at least one control member on one of said control units controls movement of a cursor displayed on said discrete display device in said portable control unit, so as to select said object for player control.

100. The method of claim 99, wherein at least one control member on said second control unit controls movement of said selected object on said discrete display device in said portable control unit.

101. The method of claim 98, wherein said handheld control unit and said portable control unit are the same unit.

102. A method for use in an electronic video game system having a processor for executing a video game program, and a portable control unit having a discrete display device and a plurality of control members, and a handheld control unit having a plurality of control members, said method comprising the steps of:

(a) generating with said processor a simulated world for display on a display unit, the simulated world including a plurality of generated objects and at least one generated player-controlled character;

(b) accepting a selection signal indicating a selected one of said generated objects in said simulated world; and

(c) displaying on said discrete display device a picture of said selected object viewed from a moving point of view that moves around said object independently of the locations of any player-controlled character, the locations of said moving point of view being controlled by manipulation of at least one control member on one of said control units.

103. The method of claim 102, wherein said control member is a joystick, touchpad or touchscreen on one of said control units.

104. The method of claim 102, further comprising the step of enlarging and reducing the picture of said object, so as to create a zoom-in and zoom-out effect on said discrete display device.

105. The method of claim 102, wherein said handheld control unit and said portable control unit are the same unit.

106. A method for use in an electronic video game system having a processor for executing a video game program, and a portable control unit having at least one touch-sensitive control member for determining locations of a finger moving across a touch-sensitive surface, said method comprising the steps of:

(a) generating with said processor a simulated world for display on a display unit;

(b) generating a first portion of said simulated world including a player-controlled character viewed from a first point of view;

(c) detecting any changes in said finger location on said touch-sensitive surface; and

(d) generating a second portion of said simulated world from a second point of view in response to said detecting of said changes in said finger location, said second point of view being different depending on which direction said finger is moving.

107. The method of claim 106, wherein said touch-sensitive control member is a touchpad or touchscreen.

108. The method of claim 106, wherein said player-controlled character is shown moving in a direction determined by the direction said finger is moving on said touch-sensitive surface.

109. The method of claim 106, wherein said second portion of said simulated world is from the subjective point of view of said player-controlled character, the direction that said second portion is viewed being determined by the direction said finger is moving on said touch-sensitive surface.

110. A method for use in an electronic video game system having a processor for executing a video game program, and a portable control unit having at least one touch-sensitive control member for determining locations of a finger moving across a touch-sensitive surface, said method comprising the steps of:

(a) generating with said processor a simulated world including at least one player-controlled character for display on a display unit;

(b) generating a first portion of said simulated world viewed from the point of view of said player-controlled character;

(c) detecting any changes in said finger location on said touch-sensitive surface; and

(d) generating a second portion of said simulated world from the point of view of said player-controlled character in response to said detecting of said changes in said finger location, the viewing direction being determined by movement of said finger on said touch-sensitive surface.

111. The method of claim 110, wherein said touch-sensitive control member is a touchpad or touchscreen.

112. A method for use in an electronic video game system having a processor for executing a video game program, and a portable control unit having a discrete display device and a plurality of control members, and a handheld control unit having a plurality of control members, said method comprising the steps of:

(a) generating with said processor a simulated world for display on a display unit, the simulated world including at least one player-controlled character;

(b) generating a moving picture of said player-controlled character for display on said display unit, movements of the player-controlled character being controlled by manipulation of at least one control member on at least one of said control units;

(c) initiating a preprogrammed task including movements of said player-controlled character, said initiating being started by manipulation of at least one control member on at least one of said control units;

(d) displaying animated pictures on said display unit of said player-controlled character performing preprogrammed movements in said initiated task independently of additional manipulation of said handheld control unit;

(e) modifying a portion of said animated pictures so that during performance of said initiated task a portion of the body of said player-controlled character moves in accordance with manipulation of at least one control member on at least one of said control units;

(f) generating an object in said simulated world in the same view as said portion of the body of said player-controlled character viewed in a direction controlled by manipulation of at least one control member on at least one of said control units;

(g) displaying a picture of said object on said discrete display device on said portable control unit;

(h) displaying a picture on said discrete display device of said portion of the body of said player-controlled character;

(i) accepting in said handheld control unit a manually entered indication linking said displayed object with said displayed portion of the body of said player-controlled character; and

(j) generating for display on said display unit a picture of said object and said portion of the body of said player-controlled character moving together in a direction controlled by manipulation of at least one control member on at least one of said control units, to provide an illusion that the character is controlling movement of said generated object in accordance with said initiated task.

113. The method of claim 112, wherein said portion of the body of said player-controlled character is the character's hand or hands.

114. The method of claim 112, wherein said portion of the body of said player-controlled character is a mechanical gripper.

115. The method of claim 112, wherein said portable control unit and said handheld control unit are the same unit.

116. A method for use in an electronic video game system having a processor for executing a video game program, and at least two portable control units each having at least one discrete display device and a plurality of control members, said method comprising the steps of:

(a) generating with said processor a simulated world including a plurality of generated objects for display on a video display unit;

(b) displaying a picture of a first object controlled by a first player on a first discrete display device in a portable control unit controlled by said first player;

(c) displaying a picture of a second object controlled by a second player on a second discrete display device in a portable control unit controlled by said second player;

(d) said video game program recording data indicating a change in player control of said first and second objects, so that said first object is controlled by said second player and said second object is controlled by said first player;

(e) displaying a picture of said first object on said second discrete display device in the portable control unit controlled by said second player; and

(f) displaying a picture of said second object on said first discrete display device in the portable control unit controlled by said first player.

117. An electronic video game apparatus for use with a video display unit which displays images in a video game, comprising:

(a) a hand-held input device having manipulatable control members for generating control data indicative of manipulation by a player;

(b) a discrete display device for displaying images in said video game;

(c) data storage locations storing first image data depicting a simulated three-dimensional world;

(d) data storage locations storing second image data depicting an animated character in said simulated three-dimensional world;

(e) data storage locations storing third image data depicting an object in said simulated three-dimensional world;

(f) program storage locations storing executable instructions of a first program and a second program;

(g) a microprocessor for executing said first program generating said first image data and said second image data including movements of said animated character in said simulated three-dimensional world responsive to control data from said hand-held input device for display on said video display unit; and

(h) a microprocessor for executing said second program generating said third image data depicting said object viewed in said simulated world from a variable angle controlled by control data from said hand-held input device for display on said discrete display device.

118. The apparatus of claim 117, wherein said discrete display device is a component in said hand-held input device.

119. The apparatus of claim 117, wherein at least one of said manipulatable control members in said hand-held input device includes a touch-sensitive surface such as a touchscreen or touchpad.

120. The apparatus of claim 117, wherein at least one control member on said hand-held input device controls movement of a cursor displayed on said discrete display device, so as to select said object for player control.

121. The apparatus of claim 120, wherein at least one control member on said hand-held input device controls movement of said selected object on said discrete display device.

122. An electronic video game apparatus for use with a video display unit which displays images in a video game, comprising:

(a) a hand-held input device having manipulatable control members for generating control data indicative of manipulation by a player;

(b) a discrete display device for displaying images in said video game;

(c) data storage locations storing first image data depicting a simulated three-dimensional world;

(d) data storage locations storing second image data depicting an animated character in said simulated three-dimensional world;

(e) data storage locations storing third image data depicting said animated character performing a plurality of alternatively selectable actions that said animated character can perform in said simulated three-dimensional world;

(f) program storage locations storing executable instructions of a first program and a second program;

(g) a first microprocessor for executing said first program generating said first image data and said second image data including actions of said animated character responsive to control data from said hand-held input device for display on said video display unit;

(h) a second microprocessor for executing said second program generating said third image data depicting said plurality of alternatively selectable actions for display on said discrete display device;

(i) a manipulatable control member on said hand-held input device for manually selecting one selected preprogrammed action from said plurality of alternatively selectable actions; and

(j) said first microprocessor further generating said first image data and said second image data including said selected preprogrammed action of said animated character in said simulated three-dimensional world.

123. The apparatus of claim 122, wherein said discrete display device is a component in said hand-held input device.

124. The apparatus of claim 122, wherein at least one of said manipulatable control members in said hand-held input device includes a touch-sensitive surface such as a touchscreen or touchpad.

125. An adapter apparatus for use with a portable game unit and a video game console which displays an animated game character on a video display unit, the adapter comprising:

(a) a housing having at least two handles or grips to be grasped by palms of hands of a human operator;

(b) protruded portions of said housing for securing in a stable position said portable game unit, the portable game unit having a first microprocessor for executing a game program, a discrete display device, a cross-switch, and means for transmitting data from said portable game unit to said adapter;

(c) at least one analog joystick assembly molded into said housing;

(d) at least two button switch assemblies molded into said housing;

(e) a second microprocessor in said housing for executing a program under control of said analog joystick and said button switches; and

(f) means for transmitting data from said portable game unit and from said second microprocessor to said video game console.

126. The apparatus of claim 125, further comprising a touch-sensitive device such as a touchpad for manually entering finger movement information.

127. A method for use in an electronic video game system having processors for executing a game programs, and having first and second portable control units, each control unit having a plurality of manipulatable control members, said method comprising the steps of:

(a) generating with said processors a simulated world including a plurality of generated objects for display on a video display unit;

(b) generating in said simulated world an object having at least two independently controllable movable parts, a first part and a second part;

(c) generating a moving picture of said object for display on said video display unit, the object being viewed from a variable point of view in said simulated world in a direction controlled by manipulation of at least one control member on at least one of said portable control units;

(d) generating movements in said moving picture of said first part responsive to manipulation of at least one control member on said first portable control unit; and

(e) generating movements in said moving picture of said second part responsive to manipulation of at least one control member on said second portable control unit.

128. The method of claim 127, wherein said first part is jaws of a mechanical gripper connected to said object, the jaws of the gripper opening and closing under control of at least one control member on one of said control units.

129. A method for use in an electronic video game system having a disk reader for reading a game disk, processors for executing game programs, an authenticating processor, and first and second portable control units, each control unit having a plurality of manipulatable control members, said method comprising the steps of:

(a) reading a game program from said game disk;

(b) reading authentication information from said game disk;

(c) determining in said authenticating processor the authenticity of said game program based on said authentication information and said game program;

(d) generating with said processors a simulated world for display on a video display unit, the simulated world including at least one generated player-controlled character;

(e) generating in said simulated world a player-controlled object having at least two independently controllable movable parts, a first part and a second part;

(f) generating a moving picture of said object for display on said video display unit, the object being viewed from a variable point of view in said simulated world in a direction controlled by manipulation of at least one control member on at least one of said portable control units;

(g) generating movements in said moving picture of said first part responsive to manipulation of at least one control member on said first portable control unit; and

(h) generating movements in said moving picture of said second part responsive to manipulation of at least one control member on said second portable control unit.

130. The method of claim 129, wherein said player-controlled object is an animated player-controlled character.

131. A method for use in an electronic video game system having processors for executing game programs, and having first and second portable control units, each control unit having a discrete display device and plurality of manipulatable control members, said method comprising the steps of:

(a) generating with said processors a simulated world including a plurality of generated objects for display on a video display unit;

(b) generating in said simulated world a player-controlled object having at least two independently controllable movable parts, a first part and a second part;

(c) generating a moving picture of said object for display on said video display unit, the object being viewed from a variable point of view in said simulated world in a direction controlled by manipulation of at least one control member on at least one of said portable control units;

(d) generating movements in said moving picture of said first part responsive to manipulation of at least one control member on said first portable control unit;

(e) generating movements in said moving picture of said second part responsive to manipulation of at least one control member on said second portable control unit;

(f) displaying said first part on a discrete display device on said first portable control unit;

(g) displaying said second part on a discrete display device on said second portable control unit.

132. The method of claim 131, wherein said first part is jaws of a mechanical gripper connected to said object, the jaws of the gripper opening and closing under control of at least one control member on one of said control units.

133. The method of claim 131, wherein said player-controlled object is an animated player-controlled character.

134. A method for use in an electronic video game system having a disk reader for reading a game disk, processors for executing game programs, an authenticating processor, and first and second portable control units, each control unit having a plurality of manipulatable control members, said method comprising the steps of:

(a) reading a game program from said game disk;

(b) reading authentication information from said game disk;

(c) determining in said authenticating processor the authenticity of said game program based on said authentication information and said game program;

(d) generating with said processors a simulated world for display on a video display unit, the simulated world including at least one generated player-controlled character;

(e) generating in said simulated world a player-controlled object having at least two independently controllable movable parts, a first part and a second part;

(f) generating a moving picture of said object for display on said video display unit;

(g) generating movements in said moving picture of said first part responsive to manipulation of at least one control member on said first portable control unit; and

(h) generating movements in said moving picture of said second part responsive to manipulation of at least one control member on said second portable control unit.

135. The method of claim 134, wherein said first part is jaws of a mechanical gripper connected to said object, the jaws of the gripper opening and closing under control of at least one control member on one of said control units.

136. The method of claim 134, wherein said player-controlled object is an animated player-controlled character.

137. A method for use in an electronic video game system having a disk reader for reading a game disk, processors for executing game programs, an authenticating processor, and first and second portable control units, each control unit having a plurality of manipulatable control members, said method comprising the steps of:

(a) reading a game program from said game disk;

(b) reading authentication information from said game disk;

(c) determining in said authenticating processor the authenticity of said game program based on said authentication information and said game program;

(d) generating with said processors a simulated world for display on a video display unit, the simulated world including a moving picture of at least one generated player-controlled character having a first type of movement and a second type of movement;

(e) generating in said moving picture one of said first type of movements responsive to manipulation of at least one control member on said first portable control unit; and

(f) generating in said moving picture one of said second type of movements responsive to manipulation of at least one control member on said second portable control unit.

138. The method of claim 137, wherein said first type of movements includes walking, and said second type of movements includes movements other than walking.

139. The method of claim 137, wherein said first type of movements includes movements of said player-controlled character inside a confined space, and said second type of movements includes movements of said player-controlled character outside of a confined space.

140. A method for use in an electronic video game system having a disk reader for reading a game disk, processors for executing game programs, an authenticating processor, and a portable control unit having a discrete display device and a plurality of control members, and a handheld control unit having a plurality of control members, said method comprising the steps of:

(a) reading a game program from said game disk;

(b) reading authentication information from said game disk;

(c) determining in said authenticating processor the authenticity of said game program based on said authentication information and said game program;

(d) generating with said processors a simulated world for display on a video display unit, the simulated world including at least one generated player-controlled character;

(f) generating in said simulated world an object viewed from a variable point of view in said simulated world in a direction controlled by manipulation of at least one control member in said handheld control unit;

(g) displaying a picture of said object on said discrete display device in said portable control unit; and

(h) enlarging said picture of said object on said discrete display device by an amount controlled by manipulation of at least one control member in said handheld control unit.

141. The method of claim 140, wherein said portable control unit and said handheld control unit are the same unit.

142. The method of claim 140, wherein said enlarged picture includes greater detail than prior to said enlarging step.

143. A method for use in an electronic video game system having a disk reader for reading a game disk, processors for executing game programs, an authenticating processor, a handheld control unit having a plurality of control members, and at least two portable control units, each having a discrete display device and a plurality of control members, said method comprising the steps of:

(a) reading a game program from said game disk;

(b) reading authentication information from said game disk;

(c) determining in said authenticating processor the authenticity of said game program based on said authentication information and said game program;

(d) generating with said processors a simulated world for display on a video display unit, the simulated world including at least one generated player-controlled character, movements of the player-controlled character being controlled by manipulation of at least one control member in said handheld control unit;

(e) displaying a portion of said simulated world on a discrete display device in a first of said portable control units and viewed in a direction in said simulated world controlled by manipulation of at least one control member in one of said control units; and

(f) displaying a portion of said simulated world on a discrete display device in a second of said portable control units and viewed in a direction in said simulated world controlled by manipulation of at least one control member in one of said control units.

144. The method of claim 143, wherein one of said portable control units and said handheld control unit are the same unit.